GRANDMASTER
CHESS

Deluxe Edition

The World's MOST POWERFUL Chess Program!

GRANDMASTER
CHESS™

Deluxe

Capstone™

THE PINNACLE OF
ENTERTAINMENT SOFTWARE

Table of Contents

Introduction

Grandmaster Chess Deluxe takes you to a new level of experience. This phenomenally powerful program will challenge your mind and your senses. Super VGA graphics, exquisite chess sets and incredible sounds set the stage for challenging chess play. New for the Deluxe edition are network play, modem play, and serial-to-serial (null-modem) play.

Refined over twelve years of championship competition, the Grandmaster Chess algorithm makes this the most powerful chess program on the market today. Beginner and veteran players alike will find Grandmaster Chess Deluxe a useful tutor and a valuable mentor.

Getting Started

Requirements

In order to run Grandmaster Chess Deluxe you will need the following equipment:

- An IBM AT, PS/2, PS/1 or fully compatible machine with a SVGA, VGA or EGA graphics card and 640K of RAM.

- MS-DOS 3.3 or higher.

- A hard drive with 5 megabytes available.

- A Microsoft or compatible mouse is recommended.

In addition, Grandmaster Chess Deluxe supports the following audio devices: SoundBlaster, Roland MT-32, AdLib, Disney Sound Source, Covox and PC speaker.

3-D graphics in SVGA mode require at least 1 megabyte of extended or expanded memory.

Installation

You must be at the DOS prompt before you can install Grandmaster Chess Deluxe. If you are in Microsoft Windows, exit Windows first; do not use the MS-DOS prompt in Windows.

To install the game on your hard drive:

1.   Insert Grandmaster Chess Deluxe Disk 1 into your floppy disk drive. You may use either a 3.5" drive or a 5.25" drive, depending upon the type of drive you have and the disks that came with your game.

2.   Type **A:** (or B: if you are installing from drive B) and press **Enter.**

3.   Type **INSTALL** and press **Enter.**

The Grandmaster install program not only copies all of the program files onto your hard drive, but also allows you to configure your memory, video and sound options.

The install program will first need to know where on your hard drive to place the program. The program will show you which hard drives you have in your system and will offer a default drive and pathname where the files will be copied. To change the drive click on the icon of the drive you wish to use or press the letter on the keyboard that corresponds to the new drive; to change to another pathname, select **Change Path**, type the new pathname and press **Enter.**

Click on **Continue** or press **O** to move on.

Now, you must specify the sound device you would like to use to play back digitized sound and voices in the program. Click on your choice or press the highlighted letter that corresponds to your selection.

Click on **Continue** or press **O** to move on.

Specify the sound device you would like to use to play back the music in the program. Click on your choice or press the highlighted letter that corresponds to your selection.

Click on **Continue** or press **O** to move on.

The Preferences screen will now appear prompting you for the type of memory you have, the input device you will be using and the video mode you would like the program to run in. Make your selections by clicking on the appropriate buttons or pressing the key that corresponds to the highlighted letter of the options you choose.

NOTE: You need at least 1 megabyte free of extended or expanded memory to run the program in 3-D SVGA mode.

After making your selections, select **Continue** or press **O**.

The install program will now show you all the selections you have made. If everything is correct, click **Continue** or press **O**; to make changes, click on **Change** or press **H**.

The install program is now ready to copy all the necessary files onto your hard drive. Click **Install** or press **I** to begin the installation process. The program will prompt you to insert each disk.

Before You Start Playing

Before running Grandmaster Chess Deluxe, make sure your system has enough free memory. Grandmaster requires 640K of RAM, of which 600K must be available. To find out how much your system has available, run the CHKDSK utility that comes with MS-DOS.

First, boot or reset your computer and go to the system prompt. If your system boots into Windows, exit Windows. Type CHKDSK and press Enter. The last line reads "bytes free". If that figure is at least 600,000, you should have no problems running Grandmaster Chess. If it's less, you should increase that before playing.

One way to do this is to shut off any memory resident programs you don't need. Typically, these include shell programs, pop-up calculators and other pop-up utilities, screen extenders, etc. If you are unfamiliar with the procedure for shutting off memory-resident programs or don't wish to tamper with your computer's current settings, you should run Grandmaster Chess by first creating a Floppy Boot Disk and re-booting your computer with it.

To create a floppy boot disk:

1. Insert a blank, high-density disk into the A drive (or the drive your computer boots from). You must have a high-density disk drive for this procedure; if not, see your DOS manual for instructions on creating a low-density floppy boot disk. Also, make sure the disk you are using contains no important information as all information on it will be destroyed.

2. At the system prompt, type **FORMAT A:/S** and press **Enter**.

This will format the disk and install the DOS system files on it so the computer may boot from it. When the process is finished, leave the disk in the drive and reset the computer. When you see the system prompt again, type CHKDSK; you should now have enough "bytes free" to run Grandmaster.

NOTE: One side-effect of booting from a floppy boot disk is the de-activation of your mouse. If you wish to use your mouse you must first re-activate it by typing the name of the mouse driver. Most mouse drivers are simply called **MOUSE**. By typing this in the subdirectory where your mouse software is installed, you should see a message telling you that the mouse driver is activated. If not, see the documentation that came with your mouse for the correct name of your mouse driver.

Reconfiguring

If your system hardware configuration changes at any time, you need to re-install Grandmaster for your new configuration. Follow the installation instructions selecting the correct options for your new hardware.

Starting the Program

To run the program from your hard drive, enter the following commands from your hard drive prompt. If you did not use the default drive and/or pathname when installing, substitute the correct drive/pathname below.

    CD\CAPSTONE\GMCHESS <Enter>

    CHESS <Enter>

Using Grandmaster with a Mouse

To use Grandmaster with a mouse, make sure your mouse is properly connected and the driver is installed (see **Before You Start Playing** for more information on mouse drivers). If Grandmaster does not seem to work properly with your mouse, consult the documentation supplied with the mouse.

If you have a mouse installed, Grandmaster will display a hand-shaped cursor which can be used to move pieces or select menu items.

To select a piece, simply move the cursor to the desired piece and press the left mouse button to "grab" the piece. Continue holding the left mouse button down, move the piece to the desired square and release the mouse button to "place" the piece.

To pull down a menu from the top of the screen, position the cursor over the appropriate menu button and press the left mouse button. Hold the button down, move the cursor to the desired menu item and release the button to activate that entry. To release a pull-down menu without making a selection, drag the mouse cursor away from the menu and release the left button.
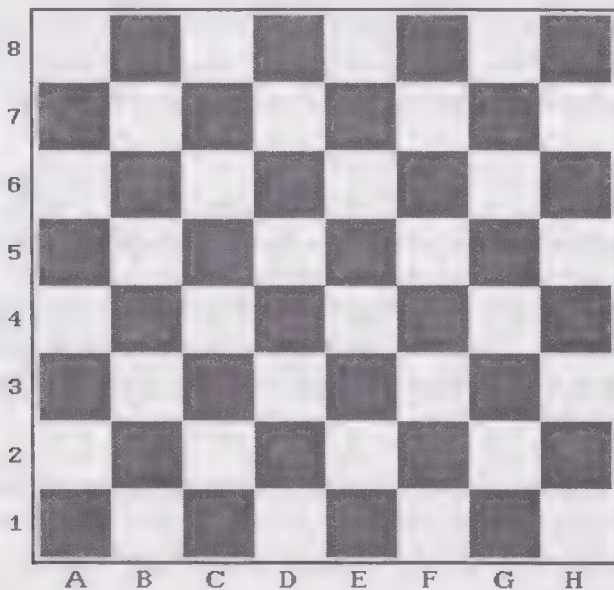
Features within the pull-down menu (dialog boxes) contain "buttons" which are activated by placing the cursor over the button corresponding to the option you need and pressing the left mouse button.

Using Grandmaster with a Keyboard

All Grandmaster functions can be accessed with the keyboard.

To select a piece, use the arrow keys to highlight the square under the piece you wish to move. Press Enter to select the piece. Use the arrow keys again to highlight the target square and press Enter again.

Moves can also be made by typing the move in algebraic notation according to the standard chessboard layout.

To move a piece from E2 to E4, for example, simply type E2E4.

Each pull-down menu has a corresponding keystroke. Press **F1** to activate the File menu; **F2** to activate the Game menu; **F3** to activate the Analysis menu; **F4** to activate the Openings menu; **F5** to activate the Preferences menu. The Up and Down arrow keys are used to highlight selections within a menu and the Enter key is used to activate a selection. The Esc key will release a menu without making a selection. The Tab key is used to highlight squares inside dialog boxes, followed by the Enter key to activate the selection.

Game Screen

The layout of the game screen will depend upon which board view the program is set for. Use the Board View option under the Preferences menu to change the board view. This change can be made at any point before or during the game.

2-D Layout

When the program is in 2-D mode, the chess board and the pull-down menus are shown. In addition, the chess clocks are shown on the right hand side of the screen. The chess clocks show the player's name, time remaining (or elapsed, depending on mode), and the last several moves. On the lower right hand portion of the screen is a group of six shortcut buttons. We call these buttons VCR controls. These buttons perform the same functions as some of the most-used menu items. The corresponding menu functions for each button are shown below. Refer to the appropriate section of this manual for a full description of the function.

ANL	Show thinking (Analysis menu)
HINT	Get advice (Analysis menu)
BOOK	Candidate moves (Openings menu)
<	Undo move (Game menu)
>	Next move (Game menu)
MOVE	Make move (Game menu)

When the Analysis window is activated (by choosing SHOW THINKING or ANL), it will also appear on the right hand side of the screen.

3-D Layout

When the program is in 3-D mode, only the chess board and the pull-down menus are shown. You can pull down any of the menus and make selections, but the program won't display clocks, analysis or move lists. To make the menu headings disappear, press F10. Do the same to make them reappear.

NOTE: When in 3-D mode, a blinking asterisk will appear on the top right of the screen when the computer is "thinking".

Keyboard Shortcuts

The following are keyboard shortcuts for the most-used commands.

Alt-N	New Game
Alt-Q	Quit Game
Alt-S	Save Game
Alt-L	Load Game
Alt-G	Switch Sides
Alt-F	Force Move
Alt-P	Print Game Moves
Alt-R	Resign
Alt-M	Show Legal Moves
Alt-H	Get Hint
F10	Turn Menu Bar On or Off
F1-F5	Pull-down Menus
Esc	Close a menu
PgUp	Next Move
PgDn	Last Move

Menus

Grandmaster Chess Deluxe uses a pull-down menu system for all game functions. Any operation that you need to perform can be found in these menus. The following section gives a detailed explanation of each menu and its associated functions.

File Menu (F1)

Save Game (Alt-S)

Save the game to a Game Collection. A Game Collection is simply a file where you can store saved games. When you select this option you will be prompted for a file name (Game Collection name) and a game name. For example, if you enter JOHN under file name and GAME1 under game name, GAME1 will be the first saved game in the Game Collection called JOHN. You can make multiple collections and within each collection store multiple games. You can also store positions which were set up using the EDIT function.

Load Game (Alt-L)

Loads a game from a Game Collection. First select the collection containing the game you wish to retrieve. A scroll box will then display the titles of all games in a particular collection. Using the mouse or the arrow keys, highlight a game and press Enter or click OK. Once a game is loaded, you can use the Rewind, Next, Undo and Animate functions to play through the game moves or use the List function to jump to any point in the game.

Delete Game

Deletes a single game from a Game Collection.

Export Game

Saves a game to a Game Collection in standard algebraic notation, which simply means the moves can be read by a word processor or another chess program which recognizes algebraic notation. Exported games are stored in a different Collection than standard games.

Import Game

Loads game moves saved with the Export Game feature. Will also load a game from another chess program saved in algebraic notation.

Print Game Moves (Alt-P)

Prints a list of all game moves up to that point. Before selecting this make sure your printer is connected and on-line. You will be prompted for the printer port.

Print Diagram

Prints the board and current position of pieces using the ASCII character set. Once again, make sure your printer is connected and on-line before selecting this command. You will be prompted for the printer port.

Save Settings

Saves the current Game and Preferences settings to a file named GM.CFG. Once you've found your favorite settings you should save them to avoid reconfiguring the game each time you play.

Quit (Alt-Q)

Quit playing. You can opt to save the current settings before leaving.

Game Menu (F2)

Start New Game (Alt-N)

Start a new game. All moves will be erased and the board will be reset to the opening position.

Switch Sides (Alt-G)

Switch sides with the computer. This can be done at any point during or before a game.

Set Players

Allows you to play four different ways:

PLAYER VS PLAYER You against another human opponent taking turns.

COMPUTER PLAYS WHITE You play black.

COMPUTER PLAYS BLACK You play white.

COMPUTER PLAYS BOTH Watch the computer play against itself. When setting this option you will be prompted to set the playing strength and style for each side. This can also be a useful learning tool as you can set one side to play stronger than the other and study the corresponding moves made by each side.

Playing Strength

When playing against the computer, sets the computer's playing skill to one of the following levels:

BEGINNER The easiest level, ideal for learning to play.

NOVICE More challenging. The computer makes weak moves less frequently.

INTERMEDIATE	The computer plays at the level of the average chess club player, but still makes occasional weak moves.
EXPERT	Plays at the level of an advanced chess club and tournament player.
GRANDMASTER	Good luck. If you can win at this level, consider playing chess for a living.

Playing Style

When playing against the computer, sets the computer's playing technique to one of the following styles:

BALANCED	Much like a human player, the computer attacks and retreats with equal consideration. This is usually the best setting.
ACTIVE	The computer emphasizes capturing your pieces and attacking your king.
PASSIVE	The computer prefers a defensive, closed-pawn structure and emphasizes protecting its pieces.

Time Control

This allows you to control the time aspects of the game by limiting the amount of time the computer has to decide on a move. The more time you give it, the better move it will make.

60 MOVES IN 5 MINUTES   The computer must make 60 moves in five minutes.

60 MOVES IN 15 MINUTES The computer must make 60 moves in fifteen minutes.

60 MOVES IN 30 MINUTES The computer must make 60 moves in 30 minutes.

60 MOVES IN 60 MINUTES The computer must make 60 moves in 60 minutes.

? MOVES IN ? MINUTES   Set the number of moves and the total minutes the computer is allowed to decide each of its moves. **HINT:** For tournament play, set for 40 moves in 120 minutes at the Grandmaster level. This setting will give you an optimal balance between time and playing strength.

GAME IN ? MINUTES   Set the total duration of the game in minutes.

1 MOVE IN ? SECONDS   Set the time the computer has to decide each move.

FIXED DEPTH

When the computer is deciding its next move, it looks ahead a certain number of moves to calculate the best response; use this feature to shorten or lengthen the number of moves the computer may look ahead. The more moves you allow it, the better it will play.

INFINITE

The computer will search ahead for its next move until Move is selected from the Game menu, the Move button on the VCR control is pressed or Alt-F is pressed.

Set Pondering

Set whether or not the computer will "think" while it is your turn to move. When pondering is turned on the computer will often make its move immediately if you chose the move it expected.

Adjust Clocks

When the time control is set such that the clocks are in countdown mode this option can be used to change the time set on both the White and the Black clock. You can use this option to give yourself more time than the computer.

Resign (Alt-R)

You can offer your resignation to the computer. The computer will then ask you if you want to use the game just played in your rating calculation.

List Moves

Game moves are listed in a scroll box. You can select any move with the mouse or the Up and Down arrow keys and jump instantly to that move.

Make Move (Alt-F)

If the computer is pondering a move, this function will force it to immediately play the move it considers best. If it's your turn to move or you are in Player vs Player mode and you select this function, the computer will take over the color of the side currently moving. You can also choose this option by clicking on the Move button on the bottom right side of the screen in 2-D mode.

Undo Move (Page Down)

Takes back the last move played. When in 2-D mode, you can undo the move by clicking on the < button on the bottom right side of the screen,. You can undo moves all the way to the beginning of the game.

Next Move (Page Up)

Advances to the next move. This can only be used if you've gone backward using the Undo or Rewind commands, or if you've loaded a saved game. The computer will beep when you've reached the last recorded move. When in 2-D mode, the > function at the bottom right side of the screen will activate this feature.

Edit Board

This function allows you to clear the board and place white or black pieces anywhere on the board. To begin editing the board, click on the EDIT button. Then, simply use the mouse cursor (or the arrows keys to select a square) and press the letter that corresponds to the piece you wish to place--P (pawn), N (knight), B (bishop), R (rook), Q (queen) or K (king). That piece will be placed on the selected square. Once the position is set up, select White or Black to determine which side will move first.

The EDIT option is useful for setting up problems for Grandmaster to solve. After exiting EDIT mode, use the MOVE or ANALYZE POSITION commands to have Grandmaster compute a solution.

Analysis Menu

Get Advice (Alt-H)

The computer will suggest your next move. If you accept, it will make the move for you. Use this option in 2-D mode by clicking HINT on the bottom right side of the screen.

Show Thinking

This function allows you to turn the ANALYSIS window on or off. When the Analysis window is activated and it is the computer's turn to move, information such as the search depth, the current move being searched, the evaluation and the sequence of moves the computer thinks is best will be displayed. You can also activate this feature by clicking on the ANL button on the bottom right of the screen in 2-D mode.

The evaluation shows a point value representing how far ahead or behind you are at the current time. Point values are as follows:

Pawn	1.00 points
Knight	3.00 points
Bishop	3.00 points
Rook	5.00 points
Queen	9.00 points

If the Analysis window shows +6.00, for example, that means you are losing by the equivalent of a rook and a pawn.

Rewind Game

Undoes all of the game moves.

Animate

This option causes the computer to play the remaining game moves, delaying for a specified time after each move.

Analyze Position

This option causes the computer to activate the Analysis window and analyze the current position. The computer will not make a move in this mode, but will continue its analysis indefinitely.

Analyze Game

This option causes the computer to analyze all the remaining moves in the game. The game is first entered into the computer by selecting Player vs Player mode and playing the game moves OR by retrieving a previously saved game. The Rewind or List Game option should then be used to get to the correct starting position. The computer will ask for the number of seconds to analyze each position and will analyze each position and log the analysis in the file CHESS.LOG.

Compute Rating

The computer will rate your play based on U.S. Chess
Federation ratings. As this rating is based on your wins
and losses, it takes about 20 games to generate an
accurate rating, though you can use the feature after
completing any number of games. Remember to obey
the time controls you have set. If you find yourself
playing several games without winning, set an easier
level; if you win too often, set a more difficult level.

U.S. CHESS FEDERATION RATINGS

0-1200	Class E
1200-1399	Class D
1400-1599	Class C
1600-1799	Class B
1800-1999	Class A
2000-2199	Expert
2200-2399	Master
2400+	Senior Master

Openings Menu (F4)

Select Library

This option allows you to turn the library of opening
moves on or off. The Standard library contains about
12,000 unique positions from about 4,500 common
opening variations. If the USER library is selected and
moves are added using Add Positions, Grandmaster will
create a new file called USER.BK. If desired, this file
can be renamed to something more descriptive, such as
FRENCH.BK, for example, for a library which specializes
in the French Defense.

Candidate Moves

This option displays a scroll box containing all the possible moves of all your pieces at the current position. You can select a move and it will be made for you. You can delete moves or change the score of existing library moves. This option may also be selected by clicking on the BOOK button on the bottom right side of the screen in 2-D mode.

Adjust Variety

Use this to adjust the variety of moves that Grandmaster will choose from its opening library. With greater variety, the program will be more likely to choose moves with inferior scores to other alternatives. You have four choices: Play Best Move, Some Variety, Moderate Variety and Maximum Variety.

Auto-Add Positions

Any moves that are entered with the mouse or keyboard, loaded or imported from a file, or even moves made by the computer will be added to the active opening library. Up to 800 new positions can be added in a single session. When the program is terminated, the new positions are saved.

Preferences Menu

Board View

This option allows you to change between a two-dimensional view of the chess board and a three-dimensional view. With the 3-D view, the clocks, analysis window, VCR controls, the Coordinates feature and the Show Legal Moves feature are not available.

Board Surface

This option only works in Super VGA mode. It allows you to choose among different board surfaces — Standard, Marble, Stone, Glass, Tiles, Circuit, Wood and Metal.

Piece Set

This option allows you to select Standard, Human, Monster, Robots, Space, Abstract or Glass piece sets.

Board Rotation

This option allows you to view the board with either White or Black playing from the bottom of the screen.

Communication

Allows you to play over a network, modem to modem
or with two computers linked by a null-modem cable.

After arranging for an opponent, open this feature. You
will first be asked to choose the color you have
arranged to play; then you must enter your name; lastly,
select the type of play desired: Network, Modem to
Modem, or Serial to Serial (null-modem). When
choosing network play make sure both opponents are
first logged on.

NETWORK

After selecting Network play, you will prompted for the
Network Path. Enter a location on the server that
Grandmaster Chess can use to store data shared
between players.

Both players must confirm that they are ready to play.
White makes the first move.

MODEM TO MODEM

When choosing modem play, you must first enter some
preliminary information:

1.   Set the Com Port to 1, 2, 3 or 4.

2.   Set the IRQ Option. Use IRQ3 if you set the
       Com Port to 2 or 4; use IRQ4 if you set the Com
       Port to 1 or 3.

3.   Set the Baud Rate. Baud rates need not be the
       same for each player.

If all settings were correct, you will receive the message TALKING TO MODEM. . ., followed by the Modem Init String dialog containing the line:

AT&FE0Q0V1&C1&D2

This string will work with nearly all Hayes-compatible modems. If your modem is not Hayes-compatible or the string fails to initialize, consult the documentation that came with your modem for the correct initialization string.

Once the string has been entered, you will receive the message MODEM READY, followed by the Modem Options dialog.

Select Answer Call if you will be receiving the call from your opponent's modem; select Dial Number if your modem will be establishing the connection.

If you will be dialing, specify the Dial Option. Select Touchtone dial if you have a touchtone phone or Rotary Dial if you do not have a touchtone phone.

Enter the phone number.

If all information was entered correctly, you will be notified that the connection has been made and play is ready to begin.

SERIAL TO SERIAL

Choose Serial to Serial (null-modem) if you would like to play using two computers linked by a null-modem cable.

1.   Set the Com Port to 1, 2, 3 or 4.

2.   Set the IRQ Option. Use IRQ3 if you set the Com Port to 2 or 4; use IRQ4 if you set the Com Port to 1 or 3.

3.   Set the Baud Rate. Baud rates must be the same for both players.

If all information was entered correctly, you will be notified that the connection has been made and play is ready to begin.

In addition, players can send messages to one another. Type Alt-M and enter your message.

Should a game be severed for any reason, play can be re-established at the point the game was lost by restarting Grandmaster Chess, reconnecting the computers, and choosing Load Game from the File menu. The interrupted game will load by default. Grandmaster Chess will continue recording your moves.

Coordinates

This option allows you to display the board square coordinates. This function is available only in 2-D mode.

Show Legal Moves (Alt-M)

Available in 2-D mode only, this option, when enabled, will highlight all the playable squares of the currently selected piece when the left mouse button is depressed. When the right mouse button is depressed on a particular square or piece, any piece which can attack that square will be highlighted.

Sound

Allows you to set the following sound options: Click, Click and Voices, Music and Voices, and No Sound.

Learning

If the "learn" mode is on (the default), Grandmaster will automatically store positions in which the score changed during the search by more than one-quarter pawn. If that position is seen in another game, Grandmaster will benefit from this information. For example, suppose that at move number 20 Grandmaster discovers that it will lose a pawn and there is no way to prevent this. The program will store the current board position in the file GM.LRN (a total of 1,024 positions can be stored with newer positions overwriting previous positions). If the game is rewound or replayed, Grandmaster may play differently at move 18 or 19 because it now "sees" that the move sequence it favored originally will result in the loss of a pawn.

Move Notation

This allows the user to switch between long algebraic move notation, such as Pe2-e4 to reduced algebraic notation, such as e4 or Nf3.

Blindfold Chess

When this option is enabled the pieces are not visible on the board.

Player Name

This option allows you to enter your name, which will be used in ratings calculations.

Colors

Allows you to adjust some of the colors of the Grandmaster screen to suit your taste.

Defeating Grandmaster

If you defeat Grandmaster Chess Deluxe at the Grandmaster level, the program will print a certificate on your printer. The program will only print the certificate if you have not used any of the game functions (load a game, ask for advice, rewind, undo, etc.) during play.

Additional Information

Backup Copies

With the purchase of Grandmaster Chess Deluxe, you are licensed to make a single copy of the original disks for archive purposes only. Additional copies are available directly from IntraCorp, Inc. for $12.00 per set payable by check, American Express, Visa, MasterCard or C.O.D. See the Technical Support section for the address and phone numbers.

Unauthorized copies constitute a violation of law.

Troubleshooting

PROBLEM: The program won't start.

Make sure you are in the directory where the Grandmaster Chess Deluxe files are located. Do not go to DOS using the MS-DOS prompt in Windows; exit Windows before starting.

PROBLEM: The program still won't load; or it loads, then freezes.

You may not have enough base memory available. Grandmaster Chess Deluxe requires 640K base memory; of that 640K, 600K must be free for programs. To check your memory use, type CHKDSK at the hard drive prompt in the DOS subdirectory. If the "bytes free" is listed as less than 600,000, you may have to increase that number (see **Before You Start Playing**)

PROBLEM: You've upgraded or changed your computer's hardware and now Grandmaster Chess Deluxe doesn't function properly (or at all).

Any time you install new hardware you should re-install and reconfigure Grandmaster Chess Deluxe.

Technical Support

If you have unresolved problems setting up or running Grandmaster Chess after trying the suggestions in the Trouble-shooting section, you may call our Customer Service department between 9 a.m. and 6 p.m., Monday through Friday, Eastern time. This service is available to all registered users of Grandmaster Chess Deluxe.

IntraCorp
7200 Corporate Center Drive
Suite 500
Miami, Florida 33126

(800) 468-7226
or (305) 591-5900
(305) 591-1561 (Facsimile)

Intracorp also maintains a customer support bulletin board. Callers can leave questions for the Customer Service department or for other users of this product, and receive information on software upgrades and new releases. The board is available 24 hours a day at (305) 471-8962.

Credits

Executive Producer	Leigh Rothschild
Producers	Richard C. Leinecker
	David Turner
Director	Amy Smith-Boylan
Product Manager	Dan Ormes
Chess Routines	John Stanback
Senior Programmer	Basit Hussain
Programmers	Fernando Portela
	Sujatha Ramakrishna
	Les Bird
Artwork	Scott Nixon
	RC
	Crystal Van Toorn
Music and Sound	Joe Abbati
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Quality Assurance	James Wheeler
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Manual	David Turner
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